

Joseph Botros

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EDUCATION

University of Texas at Dallas

Computer Science, Bachelor's of Science

Dec. 2027

Dallas, TX

EXPERIENCE

Data Analysis Researcher

LIVE Lab, Texas A&M University

Oct. 2024 – May 2025

College Station, TX

- Conducted in-depth observations and reported on the evolution of educational video games (EVGs), assessing trends in both quantity and quality over time
- Analyzed data from 1,545 EVGs developed by 75 publishers, identifying recurring themes, design patterns, and industry trends influencing educational effectiveness
- Documented key findings, insights, and conclusions in a formal research report

Pharmacy Technician Trainee Externship

Walgreens

Sep. 2022 – Mar. 2023

Keller, TX

- Operated pharmacy management system to process prescriptions and manage patient data
- Filled, organized, and dispensed patient prescriptions
- Managed and processed pharmaceutical shipments into store inventory

PROJECTS

Quickdraw Samurai Reaction Game | C++, Unreal Engine, Git

May 2025

- Architected a gameplay loop with object-oriented design, creating discrete classes for Player, AI Opponent, and Game Mode to keep logic modular and reusable
- Implemented frame-perfect reaction AI that listens for a start-signal event, and decides win/lose outcomes using Blueprint scripting backed by C++ helper functions
- Integrated CC0 sprite textures and animation spritesheets, optimizing them with Unreal's Paper2D batching

Prophetic Vision Stock Picker | C++

Sep. 2024 – Dec. 2024

- Developed tools for financial analysis, utilizing company financial statements (10-K, 10-Q) to build a database to search functionality and the calculation of key statistics such as EBITDA
- Implemented stock valuation tools by programming popular valuation methods, using references from industry-standard books and websites to support security analysis
- Conducted statistical analysis on stock data, including linear modeling for return prediction
- Designed user interface options using a command-line interface

Portfolio Website | Bootstrap, JavaScript, HTML/CSS, GitHub Pages

April 2025 – May 2025

- Designed & launched a responsive Single Page Application showcasing projects, skills, and education; built with semantic HTML5 and deployed publicly on GitHub Pages
- Implemented mobile-first layouts with Bootstrap 5 grid & utility classes, ensuring seamless viewing from phones (> 576 px) to ultra-wide desktops (> 1400 px)
- Crafted a custom visual theme by overriding Bootstrap variables and adding SVG circuit-board backgrounds and hover/active states with pure CSS, creating a cohesive dark-mode aesthetic
- Added client-side interactivity in vanilla JavaScript (DOM filtering, smooth-scroll navigation, ScrollSpy section highlighting) to surface only relevant content and improve user engagement
- Streamlined version control & CI/CD using Git and GitHub Actions-backed Pages deployment, providing zero-cost hosting and automatic updates on every push

TECHNICAL SKILLS

Languages: Python, C/C++, HTML/CSS, JavaScript

Developer Tools: Git, Unreal Engine, VS Code, PyCharm

Packages/Modules: pandas, NumPy, Matplotlib, Seaborn, scikit-learn, PyTorch, Bootstrap